## Attribute # parent + GetAttributeID() + SetParent() + GetParent() + ~Attribute() + Update() AttributeType< LineRenderer > + GetComponentID() LineRenderer vao vbo ebo - tbo renderMode numVertices numIndices startWidth endWidth vertices + LineRenderer() + LineRenderer() + SetLineWidth() + SetRenderMode() + GetAttributeID() + SetVertices() + Draw() + ~LineRenderer() - RebuildOuads() RebuildTextureCoords()